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AMENDMENTS TO THE CLAIMS

1. (Currently amended): An entertainment system comprising:
an entertainment apparatus for executing various programs;
at least one manual controller for entering control requests
from a user into said entertainment apparatus;

~~a display unit for displaying images outputted from said
entertainment apparatus;~~

a sound pattern file for registering a plurality of sound
patterns, said sound patterns each composed of a combination of sounds
to have a length of at least one measure;

music editing means for assigning an arbitrary sound pattern
selected from said sound patterns registered in said sound pattern
file ~~a plurality of sound patterns each composed of a combination of
sounds~~ to at least one track based on a control input from said
manual controller; and

sound presentation trial processing means for outputting said
sound pattern assigned to said track when a control input from said
manual controller satisfies a predetermined condition.

2. (Currently amended): An entertainment system according to claim
1, wherein said music editing means displays said plurality of sound
patterns as respective symbol images on a said display unit connected to
said entertainment apparatus, and, responsive to a control input from
said manual controller to select at least one track displayed on said
display unit and a control input from said manual controller to select

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said symbol images, registers sound patterns corresponding to the symbol images in the selected track.

3. (Original): An entertainment system according to claim 2, wherein said music editing means comprises:

editing view displaying means for displaying an editing view having a pallet display area including at least one track and a plurality of symbol images, on said display unit;

track selecting means for selecting a track displayed on said display unit based on a control input from said manual controller;

sound pattern selecting means for selecting a sound pattern corresponding to at least one of said symbol images in said pallet display area based on a control input from said manual controller to select said at least one of said symbol images; and

sound pattern registering means for registering the sound pattern selected by said sound pattern selecting means in the track selected by said track selecting means.

4. (Original): An entertainment system according to claim 2, wherein said music editing means comprises:

sound pattern outputting means for outputting a sound of the selected sound pattern via a speaker.

5. (Currently amended): An entertainment system comprising:
an entertainment apparatus for executing various programs;
at least one manual controller for entering control requests

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from a user into said entertainment apparatus;

music editing means for assigning an arbitrary sound pattern selected from a plurality of sound patterns each composed of a combination of sounds to at least one track based on a control input from said manual controller; and

sound presentation trial processing means for outputting said sound pattern assigned to said track when a control input from said manual controller satisfies a predetermined condition;

wherein said music editing means displays said plurality of sound patterns as respective symbol images on said display unit, and, responsive to a control input from said manual controller to select at least one track displayed on said display unit and a control input from said manual controller to select said symbol images, registers sound patterns corresponding to the symbol images in the selected track;

wherein said music editing means comprises:

sound pattern outputting means for outputting a sound of the selected sound pattern via a speaker;

~~An entertainment system according to claim 4, wherein said sound pattern outputting means comprises:~~

means for outputting the selected sound pattern depending on an array of light spots which are turned on, of a string of light spots disposed in said selected track.

6. (Original): An entertainment system according to claim 5, wherein said music editing means comprises:

light spot array changing means for changing the array of light

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spots which are turned on.

7. (Original): An entertainment system according to claim 2, wherein said music editing means comprises:
parameter changing means for changing a plurality of parameters of said selected sound pattern.

8. (Original): An entertainment system according to claim 2, wherein said music editing means comprises:
sound changing means for changing an array of sounds of each of said sound patterns.

9. (Currently amended): An entertainment system according to claim 1, wherein said sound presentation trial processing means displays ~~for displaying~~ an object relatively moving on at least one track displayed on said display unit, allowing the user to try to acquire the object with a control input, and outputs ~~outputting~~ a sound assigned to the track on which the object is relatively moving when the acquisition of the object with the control input is detected.

10. (Original): An entertainment system according to claim 9, wherein said sound presentation trial processing means comprises:
object displaying means for displaying said object relatively moving on at least one track;
object acquisition determining means for determining whether the object has been acquired with a control input or not; and

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sound outputting means for outputting a sound assigned to the track on which the object is relatively moving when said object acquisition determining means determines that the object has been acquired.

11. (Currently amended): An entertainment system comprising:

an entertainment apparatus for executing various programs;
at least one manual controller for entering control requests from a user into said entertainment apparatus;

music editing means for assigning an arbitrary sound pattern selected from a plurality of sound patterns each composed of a combination of sounds to at least one track based on a control input from said manual controller; and

sound presentation trial processing means for outputting said sound pattern assigned to said track when a control input from said manual controller satisfies a predetermined condition;

wherein said sound presentation trial processing means for displaying an object relatively moving on at least one track displayed on said display unit, allowing the user to try to acquire the object with a control input, and outputting a sound assigned to the track on which the object is relatively moving when the acquisition of the object with the control input is detected;

wherein said sound presentation trial processing means comprises:

object displaying means for displaying said object relatively

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moving on at least one track;

object acquisition determining means for determining whether the object has been acquired with a control input or not; and

sound outputting means for outputting a sound assigned to the track on which the object is relatively moving when said object acquisition determining means determines that the object has been acquired;

~~An entertainment system according to claim 10, wherein said sound presentation trial processing means comprises:~~

acquiring object displaying means for displaying an acquiring object to acquire the relatively moving object; and wherein said object acquisition determining means comprises:

means for determining that said object is acquired if the distance between said acquiring object and the relatively moving object falls in a predetermined range when a predetermined control input is entered from said manual controller.

12. (Original): An entertainment system according to claim 11, wherein a plurality of tracks are displayed on said display unit, and said object acquisition determining means comprises:

means for determining that said object is acquired if a track on which said acquiring object and a track on which the relatively moving object are the same as each other when said predetermined control input is entered from said manual controller, and also if the distance between said acquiring object and the relatively moving object falls in said predetermined range.

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13. (Original): An entertainment system according to claim 12, further comprising:
indicator displaying means for displaying an indicator image indicative of one of said tracks on which said object is coming.

14. (Currently amended): An entertainment system comprising:
an entertainment apparatus for executing various programs;
at least one manual controller for entering control requests from a user into said entertainment apparatus;
music editing means for assigning an arbitrary sound pattern selected from a plurality of sound patterns each composed of a combination of sounds to at least one track based on a control input from said manual controller; and
sound presentation trial processing means for outputting said sound pattern assigned to said track when a control input from said manual controller satisfies a predetermined condition;
wherein said sound presentation trial processing means for displaying an object relatively moving on at least one track displayed on said display unit, allowing the user to try to acquire the object with a control input, and outputting a sound assigned to the track on which the object is relatively moving when the acquisition of the object with the control input is detected;
wherein said sound presentation trial processing means comprises:

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object displaying means for displaying said object relatively moving on at least one track;

object acquisition determining means for determining whether the object has been acquired with a control input or not; and

sound outputting means for outputting a sound assigned to the track on which the object is relatively moving when said object acquisition determining means determines that the object has been acquired;

~~An entertainment system according to claim 10,~~ wherein a sound pattern assigned to said track is disposed as a bit string indicative of whether the sound is to be outputted or not outputted, on said track, further comprising:

light spot displaying means for displaying a bit string related to the acquired object and indicative of an output state, of the sound pattern disposed on the track on which the acquired object is positioned, in relative motion as an array of light spots; and wherein said sound outputting means comprises:

means for outputting a sound assigned to a light spot which has reached said acquiring object, of the sound pattern assigned to said track.

15. (Original): An entertainment system according to claim 1, further comprising:

audio data processing means for registering extracted one of audio data introduced from an external source as one of said sound patterns.

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16. (Original): An entertainment system according to claim 15, wherein said audio data processing means comprises:

audio data extracting means for extracting audio data from the audio data introduced from the external source based on a control input entered from said manual controller; and

audio data registering means for registering the extracted audio data as one of said sound patterns.

17. (Original): An entertainment system according to claim 15, wherein said audio data processing means comprises:

trimming means for trimming an excessive portion off said extracted audio data.

18. (Original): An entertainment system according to claim 15, wherein said audio data processing means comprises:

effect applying means for applying an effect to said extracted audio data.

19. (Original): An entertainment system according to claim 15, wherein said audio data processing means comprises:

audio data re-extracting means for re-extracting audio data from said extracted audio data.

20. (Original): An entertainment system according to claim 19, wherein said audio data re-extracting means comprises:

selecting playback means for reproducing said extracted audio data

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according to a playback attribute selected according to a control input entered from said manual controller.

21. (Currently amended): An entertainment apparatus for connection to a manual controller for outputting at least a control request from the user and ~~a display unit for displaying images~~, comprising:

a sound pattern file for registering a plurality of sound patterns, said sound patterns each composed of a combination of sounds to have a length of at least one measure;

music editing means for assigning an arbitrary sound pattern selected from said sound patterns registered in said sound pattern file ~~a plurality of sound patterns each composed of a combination of sounds~~ to at least one track based on a control input from said manual controller; and

sound presentation trial processing means for outputting said sound pattern assigned to said track when a control input from said manual controller satisfies a predetermined condition.

22. (Currently amended): A recording medium storing a program and data for use in an entertainment system having an entertainment apparatus for executing various programs [[,]] and at least one manual controller for entering manual control requests from the user into said entertainment apparatus, ~~and a display unit for displaying images outputted from said entertainment apparatus~~, the program stored in said recording medium comprising a first step of:

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assigning an arbitrary sound pattern selected from a plurality of sound patterns each composed of a combination of sounds to have a length of at least one measure to at least one track based on a control input from said manual controller; and said program further comprising a second step of:

outputting said sound pattern assigned to said track when a control input from said manual controller satisfies a predetermined condition.

23. (Currently amended): A recording medium according to claim 22, wherein said first step includes the steps of:

displaying a plurality of sound patterns composed of a combination of sounds as respective symbol images on a said display unit connected to said entertainment apparatus, and, responsive to a control input from said manual controller to select at least one track displayed on said display unit and a control input from said manual controller to select said symbol images, registering sound patterns corresponding to the symbol images in the selected track.

24. (Original): A recording medium according to claim 23, wherein said first step includes the steps of:

displaying an editing view having a pallet display area including at least one track and a plurality of symbol images, on said display unit;

selecting a track displayed on said display unit based on a control input from said manual controller;

selecting a sound pattern corresponding to at least one of said symbol images in said pallet display area based on a control input from

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said manual controller to select said at least one of said symbol images; and

registering the selected sound pattern in the selected track.

25. (Original): A recording medium according to claim 23, wherein said first step includes the step of:

outputting a sound of the selected sound pattern via a speaker.

26. (Currently amended): A recording medium storing a program and data for use in an entertainment system having an entertainment apparatus for executing various programs, at least one manual controller for entering manual control requests from the user into said entertainment apparatus, and a display unit for displaying images outputted from said entertainment apparatus, the program stored in said recording medium comprising a first step of:

assigning an arbitrary sound pattern selected from a plurality of sound patterns each composed of a combination of sounds to at least one track based on a control input from said manual controller; and said program further comprising a second step of:

outputting said sound pattern assigned to said track when a control input from said manual controller satisfies a predetermined condition;

wherein said first step includes the steps of:

displaying a plurality of sound patterns composed of a combination of sounds as respective symbol images on said display unit, and, responsive to a control input from said manual controller to select at

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least one track displayed on said display unit and a control input from said manual controller to select said symbol images, registering sound patterns corresponding to the symbol images in the selected track;

wherein said first step includes the step of:

outputting a sound of the selected sound pattern via a speaker;

~~A recording medium according to claim 25,~~ wherein said step of outputting a sound comprises the step of:

outputting the selected sound pattern depending on an array of light spots which are turned on, of a string of light spots disposed in said selected track.

27. (Original): A recording medium according to claim 26, wherein said first step includes the step of:

changing the array of light spots which are turned on.

28. (Original): A recording medium according to claim 23, wherein said first step includes the step of:

changing a plurality of parameters of said selected sound pattern.

29. (Original): A recording medium according to claim 23, wherein said first step include the step of:

changing an array of sounds of each of said sound patterns.

30. (Original): A recording medium according to claim 22, wherein

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said second step includes the steps of:

displaying an object relatively moving on at least one track
displayed on said display unit;

allowing the user to try to acquire the object with a control
input; and

outputting a sound assigned to the track on which the object is
relatively moving when the acquisition of the object with the control
input is detected.

31. (Original): A recording medium according to claim 30, wherein
said second step includes the steps of:

displaying said object relatively moving on at least one track;
determining whether the object has been acquired with a control
input or not; and

outputting a sound assigned to the track on which the object is
relatively moving when the object is determined as acquired.

32. (Original): A recording medium according to claim 31,
wherein said second step includes the step of:

displaying an acquiring object to acquire the relatively
moving object; and

wherein said step of determining whether the object has been acquired
with a control input or not comprises the step of:

determining that said object is acquired if the distance between
said acquiring object and the relatively moving object falls in a
predetermined range when a predetermined control input is entered from

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said manual controller.

33. (Currently amended): A recording medium storing a program and data for use in an entertainment system having an entertainment apparatus for executing various programs, at least one manual controller for entering manual control requests from the user into said entertainment apparatus, and a display unit for displaying images outputted from said entertainment apparatus, the program stored in said recording medium comprising a first step of:

assigning an arbitrary sound pattern selected from a plurality of sound patterns each composed of a combination of sounds to at least one track based on a control input from said manual controller; and said program further comprising a second step of:

outputting said sound pattern assigned to said track when a control input from said manual controller satisfies a predetermined condition;

wherein said second step includes the steps of:

displaying an object relatively moving on at least one track displayed on said display unit;

allowing the user to try to acquire the object with a control input; and

outputting a sound assigned to the track on which the object is relatively moving when the acquisition of the object with the control input is detected;

wherein said second step includes the steps of:

displaying said object relatively moving on at least one track;

determining whether the object has been acquired with a control

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input or not; and

outputting a sound assigned to the track on which the object is
relatively moving when the object is determined as acquired;

wherein said second step includes the step of:

displaying an acquiring object to acquire the relatively
moving object; and

wherein said step of determining whether the object has been acquired
with a control input or not comprises the step of:

determining that said object is acquired if the distance between
said acquiring object and the relatively moving object falls in a
predetermined range when a predetermined control input is entered from
said manual controller;

~~A recording medium according to claim 32, wherein a plurality of~~
tracks are displayed on said display unit, and said second step includes
the step of:

determining that said object is acquired if a track on which said
acquiring object and a track on which the relatively moving object are the
same as each other when said predetermined control input is entered from
said manual controller, and also if the distance between said acquiring
object and the relatively moving object falls in said predetermined
range.

34. (Original): A recording medium according to claim 33,
wherein said program further comprises the step of:

displaying an indicator image indicative of one of said tracks on
which said object is coming.

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35. (Currently amended): A recording medium storing a program and data for use in an entertainment system having an entertainment apparatus for executing various programs, at least one manual controller for entering manual control requests from the user into said entertainment apparatus, and a display unit for displaying images outputted from said entertainment apparatus, the program stored in said recording medium comprising a first step of:

assigning an arbitrary sound pattern selected from a plurality of sound patterns each composed of a combination of sounds to at least one track based on a control input from said manual controller; and said program further comprising a second step of:

outputting said sound pattern assigned to said track when a control input from said manual controller satisfies a predetermined condition;

wherein said second step includes the steps of:

displaying an object relatively moving on at least one track displayed on said display unit;

allowing the user to try to acquire the object with a control input; and

outputting a sound assigned to the track on which the object is relatively moving when the acquisition of the object with the control input is detected;

wherein said second step includes the steps of:

displaying said object relatively moving on at least one track;

determining whether the object has been acquired with a control input or not; and

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outputting a sound assigned to the track on which the object is relatively moving when the object is determined as acquired;

~~A recording medium according to claim 31,~~ wherein a sound pattern assigned to said track is disposed as a bit string indicative of whether the sound is to be outputted or not outputted, on said track, wherein said program further comprises the step of:

displaying a bit string related to the acquired object and indicative of an output state, of the sound pattern disposed on the track on which the acquired object is positioned, in relative motion as an array of light spots; and wherein said step of outputting a sound comprises the step of:

outputting a sound assigned to a light spot which has reached said acquiring object, of the sound pattern assigned to said track.

36. (Original): A recording medium according to claim 22, wherein said program further comprises a third step of:

registering extracted one of audio data introduced from an external source as one of said sound patterns for said entertainment apparatus.

37. (Original): A recording medium according to claim 36, wherein said third step comprises the steps of:

extracting audio data from the audio data introduced from the external source based on a control input entered from said manual controller; and

registering the extracted audio data as said one of sound patterns.

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38. (Original): A recording medium according to claim 36,
wherein
said third step further comprises the step of:
trimming an excessive portion off said extracted audio
data.

39. (Original): A recording medium according to claim 36,
wherein said third step further comprises the step of:
applying an effect to said extracted audio data.

40. (Original): A recording medium according to claim 36,
wherein said third step further comprises the step of:
re-extracting audio data from said extracted audio data.

41. (Original): A recording medium according to claim 40, wherein
said step of re-extracting audio data comprises the step of:
reproducing said extracted audio data according to a
playback attribute selected according to a control input
entered from said manual controller.

42. (Currently amended): A program readable and executable by a
computer, for use in an entertainment system having an entertainment
apparatus for executing various programs[[,]] and at least one manual
controller for entering manual control requests from the user into said
entertainment apparatus, ~~and a display unit for displaying images~~

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~~outputted from said entertainment apparatus,~~ said program comprising
the steps of:

assigning an arbitrary sound pattern selected from a plurality of
sound patterns each composed of a combination of sounds to have a
length of at least one measure to at least one track based on a control
input from said manual controller; and

outputting said sound pattern assigned to said track when a control
input from said manual controller satisfies a predetermined condition.